Year 2 – Computing - Curriculum Overview

Computing Systems and Networks – IT Around Us		
Lesson	**Learning Objectives**	**Success Criteria**
1	*To recognise the uses and features of information technology*	- I can describe some uses of computers - I can identify examples of computers - I can identify that a computer is a part of IT
2	*To identify the uses of information technology in the school*	- I can identify examples of IT - I can identify that some IT can be used in more than one way - I can sort school IT by what it's used for
3	*To identify information technology beyond school*	- I can find examples of information technology - I can sort IT by where it is found - I can talk about uses of information technology
4	*To explain how information technology helps us*	- I can demonstrate how IT devices work together - I can recognise common types of technology - I can say why we use IT
5	*To explain how to use information technology safely*	- I can list different uses of information technology - I can say how rules can help keep me safe - I can talk about different rules for using IT
6	*To recognise that choices are made when using information technology*	- I can explain the need to use IT in different ways - I can identify the choices that I make when using IT - I can use IT for different types of activities

Year 2 – Computing - Curriculum Overview

Creating Media – Digital Photography		
Lesson	**Learning Objectives**	**Success Criteria**
1	*To use a digital device to take a photograph*	- I can explain what I did to capture a digital photo - I can recognise what devices can be used to take photographs - I can talk about how to take a photograph
2	*To make choices when taking a photograph*	- I can explain the process of taking a good photograph - I can explain why a photo looks better in portrait or landscape format - I can take photos in both landscape and portrait format
3	*To describe what makes a good photograph*	- I can discuss how to take a good photograph - I can identify what is wrong with a photograph - I can improve a photograph by retaking it
4	*To decide how photographs can be improved*	- I can experiment with different light sources - I can explain why a picture may be unclear - I can explore the effect that light has on a photo
5	*To use tools to change an image*	- I can explain my choices - I can recognise that images can be changed - I can use a tool to achieve a desired effect
6	*To recognise that photos can be changed*	- I can apply a range of photography skills to capture a photo - I can identify which photos are real and which have been changed - I can recognise which photos have been changed

Year 2 – Computing - Curriculum Overview

Creating Media – Making Music		
Lesson	**Learning Objectives**	**Success Criteria**
1	*To say how music can make us feel*	- I can describe how music makes me feel, e.g. happy or sad - I can identify simple differences in pieces of music - I can listen with concentration to a range of music (links to the Music curriculum)
2	*To identify that there are patterns in music*	- I can create a rhythm pattern - I can explain that music is created and played by humans - I can play an instrument following a rhythm pattern
3	*To show how music is made from a series of notes*	- I can identify that music is a sequence of notes - I can refine my musical pattern on a computer - I can use a computer to create a musical pattern using three notes
4	*To show how music is made from a series of notes*	- I can identify that music is a sequence of notes - I can refine my musical pattern on a computer - I can use a computer to create a musical pattern using three notes
5	*To create music for a purpose*	- I can describe an animal using sounds - I can explain my choices - I can save my work
6	*To review and refine our computer work*	- I can explain how I made my work better - I can listen to music and describe how it makes me feel - I can reopen my work

Year 2 – Computing - Curriculum Overview

Data and Information – Pictograms		
Lesson	**Learning Objectives**	**Success Criteria**
1	*To recognise that we can count and compare objects using tally charts*	- I can compare totals in a tally chart - I can record data in a tally chart - I can represent a tally count as a total
2	*To recognise that objects can be represented as pictures*	- I can enter data onto a computer - I can use a computer to view data in a different format - I can use pictograms to answer simple questions about objects
3	*To create a pictogram*	- I can explain what the pictogram shows - I can organise data in a tally chart - I can use a tally chart to create a pictogram
4	*To select objects by attribute and make comparisons*	- I can answer 'more than'/'less than' and 'most/least' questions about an attribute - I can create a pictogram to arrange objects by an attribute - I can tally objects using a common attribute
5	*To recognise that people can be described by attributes*	- I can choose a suitable attribute to compare people - I can collect the data I need - I can create a pictogram and draw conclusions from it
6	*To explain that we can present information using a computer*	- I can give simple examples of why information should not be shared - I can share what I have found out using a computer - I can use a computer program to present information in different ways

Year 2 – Computing - Curriculum Overview

Programming A – Robot Algorithms		
Lesson	**Learning Objectives**	**Success Criteria**
1	*To describe a series of instructions as a sequence*	- I can choose a series of words that can be enacted as a sequence - I can follow instructions given by someone else - I can give clear and unambiguous instructions
2	*To explain what happens when we change the order of instructions*	- I can create different algorithms for a range of sequences (using the same commands) - I can show the difference in outcomes between two sequences that consist of the same commands - I can use an algorithm to program a sequence on a floor robot
3	*To use logical reasoning to predict the outcome of a program (series of commands)*	- I can compare my prediction to the program outcome - I can follow a sequence - I can predict the outcome of a sequence
4	*To explain that programming projects can have code and artwork*	- I can explain the choices I made for my mat design - I can identify different routes around my mat - I can test my mat to make sure that it is usable
5	*To design an algorithm*	- I can create an algorithm to meet my goal - I can explain what my algorithm should achieve - I can use my algorithm to create a program
6	*To create and debug a program that I have written*	- I can plan algorithms for different parts of a task - I can put together the different parts of my program - I can test and debug each part of the program

Year 2 – Computing - Curriculum Overview

Programming A – Introduction to Quizzes (ScratchJR)		
Lesson	**Learning Objectives**	**Success Criteria**
1	*To explain that a sequence of commands has a start*	- I can identify that a program needs to be started - I can identify the start of a sequence - I can show how to run my program
2	*To explain that a sequence of commands has an outcome*	- I can change the outcome of a sequence of commands - I can match two sequences with the same outcome - I can predict the outcome of a sequence of commands
3	*To create a program using a given design*	- I can build the sequences of blocks I need - I can decide which blocks to use to meet the design - I can work out the actions of a sprite in an algorithm
4	*To change a given design*	- I can choose backgrounds for the design - I can choose characters for the design - I can create a program based on the new design
5	*To create a program using my own design*	- I can build sequences of blocks to match my design - I can choose the images for my own design - I can create an algorithm
6	*To decide how my project can be improved*	- I can compare my project to my design - I can debug my program - I can improve my project by adding features